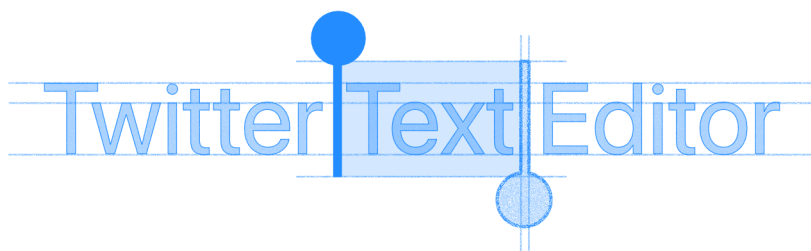

Twitter Text Editor

A standalone, flexible API that provides a full featured rich text editor for iOS applications.



It supports safe text modification, attribute annotations such as syntax highlighting, pasting or drag and drop handling.

This provides a robust text attribute update logic, extended text editing events, and safe text input event handling in easy delegate based APIs. TwitterTextEditor supports recent versions of iOS.

Requirements

Twitter Text Editor requires macOS Catalina 10.15 or later and Xcode 11.0 and later for the development. At this moment, Twitter Text Editor supports iOS 11.0 and later also macOS Catalyst 13.0 and later.

Usage

Using Twitter Text Editor is straightforward if you're familiar with iOS development. See also Examples for actual usage, that contains Swift and Objective-C source code to show how to use Twitter Text Editor. See [Examples/README.md](#) as well.

Add Twitter Text Editor framework to your project

Add the following lines to your `Package.swift` or use Xcode "Add Package Dependency..." menu.

```
1 // In your `Package.swift`  
2
```

```
3 dependencies: [  
4   .package(name: "TwitterTextEditor", url: "https://github.com/  
    twitter/TwitterTextEditor", ...),  
5   ...  
6 ],  
7 targets: [  
8   .target(  
9     name: ...,  
10    dependencies: [  
11      .product(name: "TwitterTextEditor", package: "  
        TwitterTextEditor"),  
12      ...  
13    ]  
14  ),  
15  ...  
16 ]
```

Use with other dependency management tools

In case your project is not using Swift Package Manager, you can use Twitter Text Editor with other dependency management tools.

CocoaPods To use Twitter Text Editor with CocoaPods, add next `TwitterTextEditor.podspec` in your project.

```
1 Pod::Spec.new do |spec|  
2   spec.name = "TwitterTextEditor"  
3   spec.version = "1.0.0" # Find the the version from the Git tags  
4   spec.authors = ""  
5   spec.summary = "TwitterTextEditor"  
6   spec.homepage = "https://github.com/twitter/TwitterTextEditor"  
7   spec.platform = :ios, "11.0"  
8   spec.source = {  
9     :git => "https://github.com/twitter/TwitterTextEditor.git", :tag =>  
        "#{spec.version}"  
10  }  
11   spec.source_files = "Sources/TwitterTextEditor/*.swift"  
12 end
```

Then, update `Podfile` in your project.

```
1 pod 'TwitterTextEditor', :podspec => 'path/to/TwitterTextEditor.podspec'
```

Carthage To use Twitter Text Editor with Carthage, update `Cartfile` in your project.

```
1 github "twitter/TwitterTextEditor"
```

Then, run following commands. This will create `Carthage/Build/iOS/TwitterTextEditor.framework`.

```
1 $ carthage update
2 $ (cd Carthage/Checkouts/TwitterTextEditor && swift package generate-xcodeproj)
3 $ carthage build --platform iOS
```

Follow the instructions to add the framework and Run Script phase to your project.

Documentation

See documentation.

Use Twitter Text Editor in your project

Twitter Text Editor provides a single view, `TextEditorView`, that has a similar API to `UITextView` and provides the most of features as a property or a delegate callback.

Add it to your project as like the other views, and setup using each property or implement delegate callbacks.

```
1 // In your view controller
2
3 import TwitterTextEditor
4
5 final class MyViewController: UIViewController {
6     // ...
7
8     override func viewDidLoad() {
9         super.viewDidLoad()
10        // ...
11        let textView = TextEditorView()
12        textView.text = "Meow"
13        textView.textAttributesDelegate = self
14        // ...
15    }
16
17    // ...
18 }
19
20 extension MyViewController: TextEditorViewTextAttributesDelegate {
21     func textView(_ textView: TextEditorView,
```

```
22         updateAttributedString attributedString:
23             NSAttributedString,
24         completion: @escaping (NSAttributedString?) ->
25             Void)
26     {
27         // ...
28     }
```

Contributing

See CONTRIBUTING.md for the details.

Security issues

Please report sensitive security issues via Twitter's bug-bounty program rather than GitHub.